

**Amendments to the Claims:**

The listing of claims will replace all prior versions, and listings, of claims in the application:

Claim 1 (currently amended): A computer game controller comprising means for suspending a player, in a support means such as a chair, or harness ~~or the like~~, from a bearing means, the bearing means including a control means for inputting position signals to a computer to control the movement of a sprite such as a vehicle or character, in a computer game, the bearing allowing side to side, forwards and backwards, and rotational movement of the player about the bearing and including selectively operable locking means for preventing either rotational movement or side to side and forwards and backwards movement, the arrangement being such that movement of the player's body may move the chair or harness to control the sprite in the computer game, the controller[[,]] further including resistance means for increasing the resistance to movement of the support means relative to the bearing, thereby providing physiotherapy exercise for the player.

Claim 2 (original): A computer game controller as claimed in claim 1 wherein the means for suspending a player comprises a frame and wherein a handlebar means which can be grasped by the player in use is attached to the frame.

Claim 3 (original): A computer game controller as claimed in claim 2 wherein the position of the handlebar means is adjustable.

Claim 4 (currently amended): A computer game controller as claimed in ~~any one of claims~~ **claim** 1 ~~to 3~~ wherein the control means is of the joy stick type or of a rotational control wheel type.

Claim 5 (original): A computer game controller as claimed in claim 1 wherein game control means, other than movement control means for the sprite, are located on handle bars, steering wheel or other control means that are operable by a player's hands.

Claim 6 (original): A computer game controller as claimed in claim 2 wherein the frame is a tripod.

Claim 7 (original): A computer game controller as claimed in claim 2 wherein the frame may be folded down, dis-assembled or otherwise collapsed for storage and transport.

Claim 8 (original): A computer game controller as claimed in claim 1 wherein the player is suspended in a chair and wherein the chair includes an adjustable foot rest.

Claim 9 (original): A computer game controller as claimed in claim 2 wherein the resistance means comprise an elastomeric strap extending between the frame and the support means.

Claim 10 (original): A computer game controller comprising:  
a frame having a head incorporating a bearing means;  
support means for suspending a player from the bearing means, the bearing means including a position control means for inputting position signals to a computer for controlling the movement of a sprite such as a vehicle or character in a computer game being played on the computer;  
handlebar means which may be fixed relative to the frame and grasped by the player;  
further including resistance means for increasing the resistance to movement of the support means relative to the bearing;  
the arrangement being such that movement of the player grasping the handlebar means and moving their body may cause rotational, side to side or back and forth movement of the bearing causing a corresponding movement in the control means with the resistance means increasing the effort required by the player to move the support means thereby providing physiotherapy or exercise to the player.

Claim 11 (original): A computer game controller as claimed in claim 10 wherein the position control means is of the joy stick type or a rotational wheel type.

Claim 12 (currently amended): A computer game system for playing a computer game comprising a computer console, a display means for displaying a game being played on the computer game system, and a game controller as claimed in ~~any preceding claim~~ **1 or claim 10** wherein movement of the body of a player suspended from the game controller is arranged to cause movement of a sprite in the game being played.